



## METALS AND OTHER MATERIALS

- High Carbon Steel
- Kevlar
- Mild Carbon Steel
- Phosphor Bronze
- Spring Steel
- Stainless Steel
- Titanium Steel
- Tungsten Carbide

The Technician may forge as much metal as he or she wishes subject to the maximum capacity of his or her furnace per heat. Base costs below are for 100 pound batches. For every 100 pounds, the forging time is multiplied by the number of hundredweight being forged. More detailed examples of producing iron, steel and phosphor bronze are detailed in the Operations Manual.

### High Carbon Steel

**Base Cost:** 20 SS

**Forging Time:** 4 hours per heat

**Discipline/DoM:** Metallurgy II

**Materials:** molybdenum (4%)

**Effects:** This high carbon steel approximates today's standard steel. It is much stronger and durable than the poor steel or iron used normally in a medieval culture. It will subtract -2 from an opponent's armor value when used as a weapon and add +2 to armor's absorption value. Weapons made out of high carbon steel will break only on an 01 instead of on an 01 through 03. On an 02 and 03, the wielder drops the weapon instead.

### Kevlar

**Base Cost:** 50 SS

**Forging Time:** 10 hours per heat

**Discipline/DoM:** Chemist DoM 9

**Materials:** none

**Effects:** Kevlar is an impact resistant material used today to make ballistic cloth. It is treated as leather with two extra points of armor absorption. Kevlar receives full armor value against firearms.

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## Mild Carbon Steel

**Base Cost:** 1 SS

**Forging Time:** 8 hours per heat

**Discipline/DoM:** Metallurgy I

**Effects:** Mild Carbon steel is a steel made by re-forging the metal and impregnating it with carbon. This metal is manufactured solely through skill, without any additives. Mild carbon steel is also known as Damascus or Spanish steel. It will subtract -1 from an opponent's armor value when used in a weapon and add +1 to armor absorption. Weapons made out of mild carbon steel will break only on an 01 or 02. An 03 is treated as a dropped weapon.

## Phosphor Bronze

**Base Cost:** 20 SS

**Forging Time:** 4 hours per heat

**Discipline/DoM:** Metallurgy II

**Materials:** tin phosphide

**Effects:** Phosphor bronze is bronze (90% copper, 10% tin) which has been subjected to treatment with phosphorus compounds. Many good phosphor bronzes contain only a small amount of phosphorus, which has no significant influence on the character of the alloy. Many phosphor bronzes are equal in strength to the best steel, and some even surpass steel in general properties. The most valuable properties of phosphor bronze are its extraordinary tenacity and strength. It can be rolled, hammered and stretched cold, and its strength is nearly double that of the best ordinary bronze. It will subtract -1 from an opponent's armor value when used in a weapon and add +1 to armor absorption.

## Spring Steel

**Base Cost:** 20 SS

**Forging Time:** 4 hours per heat

**Discipline/DoM:** Metallurgy III

**Materials:** molybdenum (4%)

**Effects:** This form of high carbon steel is very resilient and strong. Like normal high carbon steel, it will subtract -2 from an opponent's armor value when used as a weapon and add +2 to armor's absorption value. Weapons made out of high carbon steel will break only on an 01 instead of on an 01 through 03. On an 02 and 03, the wielder drops the weapon instead. In addition, any mechanical device, such as a cross bow, will do +1 damage.

## Stainless Steel

**Base Cost:** 30 SS

**Forging Time:** 6 hours per heat

**Discipline/DoM:** Metallurgy III

**Materials:** molybdenum and chromium (10%)

**Effects:** This steel is treated as high carbon steel but it will not rust

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## Titanium Steel

**Base Cost:** 100 SS

**Forging Time:** 8 hours per heat

**Discipline/DoM:** Metallurgy IV

**Materials:** titanium (30%)

**Effects:** This steel alloy approximates today's high performance jet aircraft metal. It will subtract -3 from an opponent's armor value when used as a weapon and add +3 to armor's absorption value.

Weapons made out of titanium steel will break only on an 01 followed by 75 or less on d100.

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## Tungsten Carbide

**Base Cost:** 500 SS

**Forging Time:** 16 hours per heat

**Discipline/DoM:** Metallurgy IV

**Materials:** tungsten (70%)

**Effects:** This is the most potent alloy defined in the game. When used in a weapon, it will subtract -4 from the opponent's armor value. When used in armor, it will add +4 to the armor's absorption value. A weapon made out of tungsten carbide will break only on an 01 followed by 50 or less on d100.

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